This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claim 47 (Previously Amended): In a game having a set rules that is played via a computer, a method for cheating comprising the steps of:

integrating within the game a mechanism providing a second set of rules, wherein the second set of rules allows for the set of rules to be cheated,

wherein the second set of rules is only accessed through a transaction entailing the exchange of consideration;

receiving a request for access to the second set of rules; and

executing the transactions resulting from the received requests.

Claim 48 (Previously Amended): The method as recited in claim 47, further comprising:

tracking the executed transactions.

Claim 50 (Currently Amended): The method as recited in claim 4[9]8, wherein the step of tracking the executed transactions comprises the steps of:

tallying the number of executed transactions; and

storing the number of executed transactions.

Claim 52 (Previously Amended): The method as recited in claim 50, further comprising:

associating bill amounts for each instance the second set of rules is accessed, wherein the bill amounts depend on which rule of the second set of rules is being accessed; and

aggregating the bill amounts based on the tallied executed transactions.

Claim 53 (Previously Amended): A computer readable medium having computer readable

instructions to instruct a computer to perform the steps of claim 47.

Claim 55 (Previously Amended): In a game played via a computer having a set of rules, a

module allowing for the cheating of the game through the execution of a second set of rules

such that access to the second set of rules is only accomplished through a transaction wherein

consideration is exchanged comprising:

an integration object, the integration object providing seamless integration between

the module and the game such that the second set of rules operate in the game to allow

cheating of the set of rules; and

a transaction object, the transaction object transacting instances where the second set

of rules are accessed.

Claim 56 (Previously Amended): The module as recited in claim 55, further comprising a

communication object, the communication object having at least one instruction to instruct

the game to communicate information representative of cheating operations to a cooperating

computing environment.

Claim 57 (Previously Amended): The module as recited in claim 56, wherein the

communication of the cheating operations information is communicated over a

communications network.

Claim 58 (Previously Added): The module as recited in claim 57, wherein the

communication network comprising any of fixed wire and/or wireless LAN, fixed wire

and/or wireless WAN, fixed wire and/or wireless intranet, fixed wire and/or wireless extranet,

fixed wire and/or wireless peer-to-peer network, and the fixed wire and/or wireless Internet.

Claim 59 (Previously Amended): The module as recited in claim 55, wherein the

transaction object keeps a running tally of executed transactions, associates bill amounts to

each transaction, and aggregates the bill amounts for all of the transactions.

Claim 60 (Previously Added): The module as recited in claim 59, further comprising at

least one instruction to instruct the game to communicate the aggregated bill amounts to a

cooperating computing environment and/or to a display device.

Claim 61 (Previously Amended): The module as recited in claim 59, wherein the bill

amounts are aggregated while the game is being played.

Claim 62 (Previously Added): The module as recited in claim 61, wherein the bill amounts

are aggregated on a user basis.

Claim 63 (Previously Amended): In a computer game having a set of rules, a method to

allow cheating through a transaction, wherein the transaction entails the exchange of

consideration, comprising:

creating a second set of rules that cheat the game set of rules, wherein access to the

second set of rules is only realized through the execution of a transaction;

integrating in the computer game the second,set of rules, wherein the integrating step

entails offering one or more of the second set of rules as the game is being played;

receiving requests for access to the second set of rules; and

fulfilling the requests.

Claim 64 (Previously Amended): The method as recited in claim 63, further comprising

associating a bill amount for obtaining access to one or more of the second set of rules and

tallying and performing an accounting of each instance when one or more of the second set of

rules is accessed.

Claim 65 (Previously Amended): The method as recited in claim 64, further comprising

communicating the accounting to a cooperating computing environment for storage and

display.

Claim 67 (Previously Amended): The method as recited in claim 65, further comprising

displaying the accounting in real-time as the computer game is being played.

Claim 68 (Previously Added): A computer-readable medium having computer readable

instructions to instruct a computer to perform the steps recited in Claim 63.